

KONAMI®

**2 or 4 Player
Dip Switch
Adjustable**



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Service & Parts #

708-215-5100

Jerry Korbecki Ext. 122
George Limonez Ext. 123

INSTRUCTION MANUAL

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METAMORPHICFORCE PARTS LIST

| Part # | Description |
|---------------|-----------------------|
| 224003 | PCB |
| 224100 | Control Panel Overlay |
| 224101 | Player Instructions |
| 224200 | Marquee |
| 224300 | Upper Side Decal |
| 224301 | Lower Side Decal |
| 224400 | Manual |
| 30255 | Red Buttons |
| 30256 | Yellow Buttons |
| 30258 | Blue Buttons |
| 30259 | Green Buttons |
| 30261 | Micro Switches |
| 30262 | Palnuts |
| 30335 | Joysticks |
| 40901 | Speaker Harness |
| 40906 | 3 & 4 Player Harness |

METAMORPHIC FORCE WIRING HARNESS

*JAMMA HARNESS NOT SUPPLIED

Solder Side ← → Parts Side

| | | | |
|-------------|---|----|--------------|
| GND | A | 1 | GND |
| GND | B | 2 | GND |
| +5V DC | C | 3 | +5V DC |
| +5V DC | D | 4 | +5V DC |
| NOT USED | E | 5 | NOT USED |
| + 12V DC | F | 6 | + 12V DC |
| *KEY | H | 7 | *KEY |
| (EMPTY) | J | 8 | COIN COUNTER |
| (EMPTY) | K | 9 | (EMPTY) |
| SPEAKER (-) | L | 10 | SPEAKER (+) |
| (EMPTY) | M | 11 | (EMPTY) |
| VIDEO GREEN | N | 12 | VIDEO RED |
| VIDEO SYNC | P | 13 | VIDEO BLUE |
| (EMPTY) | R | 14 | VIDEO GROUND |
| (EMPTY) | S | 15 | TEST SWITCH |
| COIN 2 | T | 16 | COIN 1 |
| *2P START | U | 17 | 1P START* |
| 2P UP | V | 18 | 1P UP |
| 2P DOWN | W | 19 | 1P DOWN |
| 2P LEFT | X | 20 | 1P LEFT |
| 2P RIGHT | Y | 21 | 1P RIGHT |
| 2P ATTACK | Z | 22 | 1P ATTACK |
| 2P JUMP | a | 23 | 1P JUMP |
| NOT USED | b | 24 | NOT USED |
| NOT USED | c | 25 | NOT USED |
| NOT USED | d | 26 | NOT USED |
| GND | e | 27 | GND |
| GND | f | 28 | GND |

(BASE COLOR/LINE COLOR)

*Start buttons are not used with 4 player 4 coin slot setting. See page 5.

METAMORPHICFORCE SUB HARNESS (For 3 Players & 4 Players)

| | | |
|--|----|-----------|
| CN3 3P CONTROLS | 1 | Coin 3 |
| | 2 | Empty |
| | 3 | 3P Left |
| | 4 | 3P Right |
| | 5 | 3P Up |
| | 6 | 3P Down |
| | 7 | 3P Attack |
| | 8 | 3P Jump |
| | 9 | Not Used |
| | 10 | 3P Start* |
| | 11 | Empty |
| | 12 | Empty |
| | 13 | Empty |
| | 14 | Ground |
| | 15 | Ground |

| | | |
|--|----|-----------|
| CN4 4P CONTROLS | 1 | Coin 4 |
| | 2 | Empty |
| | 3 | 4P Left |
| | 4 | 4P Right |
| | 5 | 4P Up |
| | 6 | 4P Down |
| | 7 | 4P Attack |
| | 8 | 4P Jump |
| | 9 | Not Used |
| | 10 | 4P Start |
| | 11 | Empty |
| | 12 | Empty |
| | 13 | Empty |
| | 14 | Ground |
| | 15 | Ground |

*Start buttons are not used with 4 player 4 coin slot setting.

METAMORPHICFORCE TECHNICAL INFORMATION

TECHNICAL INFORMATION

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+ 12V)
*See the Wiring Diagram.
 - (2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
 - (3) The monitor should be installed horizontally.
 - (4) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode. (See page 5.)
 - (5) Handle with care.
-

PLAYING INSTRUCTION

- This game can be adjusted for both 2 Player or 4 Player simultaneous play mode. Choose which mode you would like with the DIP Switch, when installed on site. (See page 8 on DIP Switch setting.)
 - In 2 Player mode select the character you want to control on the screen. In 4 Player mode the control panel against the cabinet dictates the character you will control.
 - Player(s) can join in at any time. You can continue to play by depositing additional coin(s) when the game is over.
 - The character's energy is decreased when damaged by enemy's attack. When the energy points reach 0, the game is over. The quantity of energy you will get by depositing 1 coin can be adjusted in the GAME OPTION. You can also collect bonus points as well as more energy when depositing coin(s).
 - By getting item(s) that appear during the game, you obtain a special bonus, like regaining energy, etc.
 - The biggest feature of this game is the metamorphoses of characters into Beasts by getting Statues. At this point they can become the strongest Golden Beast by getting additional Statues.
 - When characters change into Beasts there appears a "Beast Energy Meter." When this meter reaches the bottom the character dies, unless you deposit additional coin(s) to continue to play (this makes your character human again).
-

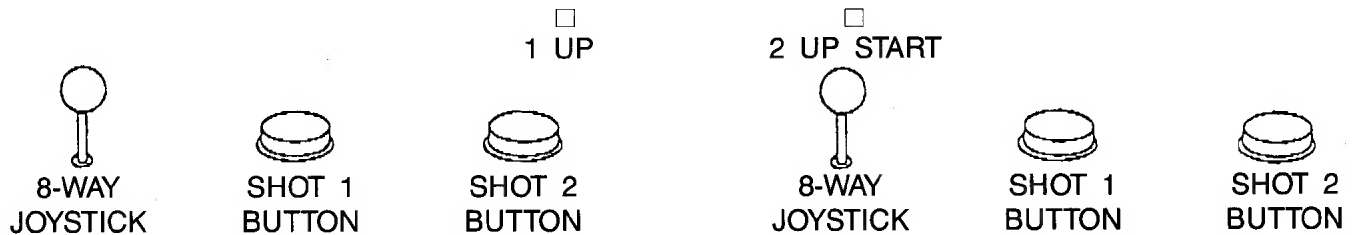
HOW TO CONTROL

- Control your character's movements by using the 8-way Joystick.
- Attack enemies with BUTTON 1. Combination of movement and/or timing of Joystick and BUTTON 1 makes the character attack in special ways.
- Press BUTTON 2 to make your character JUMP. Pressing both buttons enables character to make special attacks.

METAMORPHICFORCE TECHNICAL INFORMATION (cont.)

CONTROL PANEL INFORMATION

- Use control panel with sufficient sets (2 or 4) of an 8-way Joystick and 2 buttons for each player. If the setting is COMMON coin slot mode, SHOT button can be used as START button.



SELF TEST

Normal: "OK" will be displayed. Then the game will start.

Abnormal: "BAD" will be displayed and self test will repeat. If "VERSION ERROR" is displayed, switch off and switch on again while continually pressing down on the TEST SWITCH on the PCB. Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized to default.

MANUAL TEST

(1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.

NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE

Select "GAME MODE" on the MAIN MENU then press Player 1 SHOT 1 button to return to the game mode.

(3) ITEMS AND HOW TO SELECT

Use player 1 JOYSTICK to move arrow to desired test and press player 1 SHOT button to initiate testing. Press player 1 SHOT button during or at the end of each test to return to the MAIN MENU.

| MAIN MENU | |
|-------------------------------|--|
| I/O CHECK | |
| SCREEN CHECK | |
| COLOR CHECK | |
| MASK ROM CHECK | |
| GAME OPTIONS | |
| COIN OPTIONS | |
| SOUND OPTIONS | |
| DIP SWITCH OPTIONS | |
| GAME MODE | |
| PLAYER 1 JOYSTICK=SELECT ITEM | |
| PLAYER 1 SHOT=DO CHECK | |

...Return to GAME MODE

METAMORPHICFORCE TECHNICAL INFORMATION (cont.)

(4) EXPLANATION OF THE ITEMS

The following screen below will appear. Select item to be modified with Player 1 JOYSTICK up/down and move JOYSTICK right/left to modify setting. Factory settings are shown in green, and modified results in red. After modification is completed, select "SAVE AND EXIT" and press Player 1 START button to save and return to MAIN MENU.

* If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears; "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

1. I/O CHECK

Check the JOYSTICK and all buttons to see "1" when switched on. Press Player 1 and 2 SHOT buttons at the same time to return to MAIN MENU.

2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

3. COLOR CHECK

Adjust color brightness so that the specified area will be colorless.

4. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

5. GAME OPTIONS

The following screen below will appear.

| GAME OPTIONS | | |
|---------------------------------------|---------------------------------|---|
| PLAYER'S ENERGY LEVEL | 100 | ... Player's energy level for 1 coin (50 to 400) |
| DIFFICULTY LEVEL | 4/MEDIUM | ... Select out of 8 levels |
| VIDEO SCREEN FLIP | NORMAL | ... "NORMAL" or "UPSIDE DOWN" |
| LOOP SETTING | GAME OVER AFTER SECOND ROUND | ... "GAME OVER AFTER FINAL STAGE" "GAME OVER AFTER SECOND ROUND" or "ENDLESS" |
| FACTORY SETTINGS | | ... Returned to factory settings |
| SAVE AND EXIT | | |
| EXIT | | |
| PLYR 1 JOYSTICK UP/DOWN=SELECT OPTION | | |
| JOYSTICK RIGHT/LEFT=MODIFY SETTING | | |

(Settings above are not always the factory settings.)

METAMORPHICFORCE TECHNICAL INFORMATION (cont.)

(6) COIN OPTIONS

When you select this item, the following screen will appear. The specifications are for COMMON coin slot (DIP SW2 off) and for INDEPENDENT coin slot (DIP SW2 on).

(INDEPENDENT)

| COIN OPTIONS | |
|---------------------------------------|-----------------|
| COIN MECHANISM | INDEPENDENT |
| PREMIUM START | NO |
| STARTING | 1 COIN 1 CREDIT |
| CONTINUATION | 1 COIN 1 CREDIT |
| FACTORY SETTINGS | |
| SAVE AND EXIT | |
| EXIT | |
| PLYR 1 JOYSTICK UP/DOWN=SELECT OPTION | |
| JOYSTICK RIGHT/LEFT=MODIFY SETTING | |

...Indication for INDEPENDENT setting.
Modified with DIP Switch.

...Set for PREMIUM START. "NO" or
"YES 1" to "YES 4."

...Set the number of credit for Start
and Continue (1-8).

} Same as above "GAME OPTION"

(COMMON)

| COIN OPTIONS | |
|---------------------------------------|-----------------|
| FREE PLAY | NO |
| COIN MECHANISM | COMMON |
| COIN SLOT 1 | 1 COIN 1 CREDIT |
| COIN SLOT 2 | 1 COIN 1 CREDIT |
| FACTORY SETTINGS | |
| SAVE AND EXIT | |
| EXIT | |
| PLYR 1 JOYSTICK UP/DOWN=SELECT OPTION | |
| JOYSTICK RIGHT/LEFT=MODIFY SETTING | |

...Set for Free Play. "YES" or "NO"
...Indication for COMMON setting.
Modified with DIP Switch.

...Set the number of credit for Start
and Continue (1-8).

} Same as above "GAME OPTION"

*COIN SETTING OPTIONS

| | | | | | | | | | | | | | | | | |
|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| COIN(S) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |
| CREDIT(S) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 |

METAMORPHICFORCE TECHNICAL INFORMATION (cont.)

(7) SOUND OPTIONS

The following screen below will appear.

| | |
|---------------------------------------|----------------------|
| SOUND OPTION | |
| SOUND IN ATTRACT MODE ALL THE TIME | |
| SOUND SCALE CHECK | |
| SOUND VOLUME=25 | <input type="text"/> |
| FACTORY SETTING | |
| SAVE AND EXIT | |
| EXIT | |
| PLYR 1 JOYSTICK UP/DOWN=SELECT OPTION | |
| JOYSTICK RIGHT/LEFT=MODIFY SETTING | |

...Select out of the following 4 types
"ALL THE TIME," "ONCE EVERY 3 CYCLES,"
"ONCE EVERY 5 CYCLES," "COMPLETELY OFF"
... "Do re mi...do" will sound
... Sound Volume adjustment (0-29)
... Returned to Factory Settings

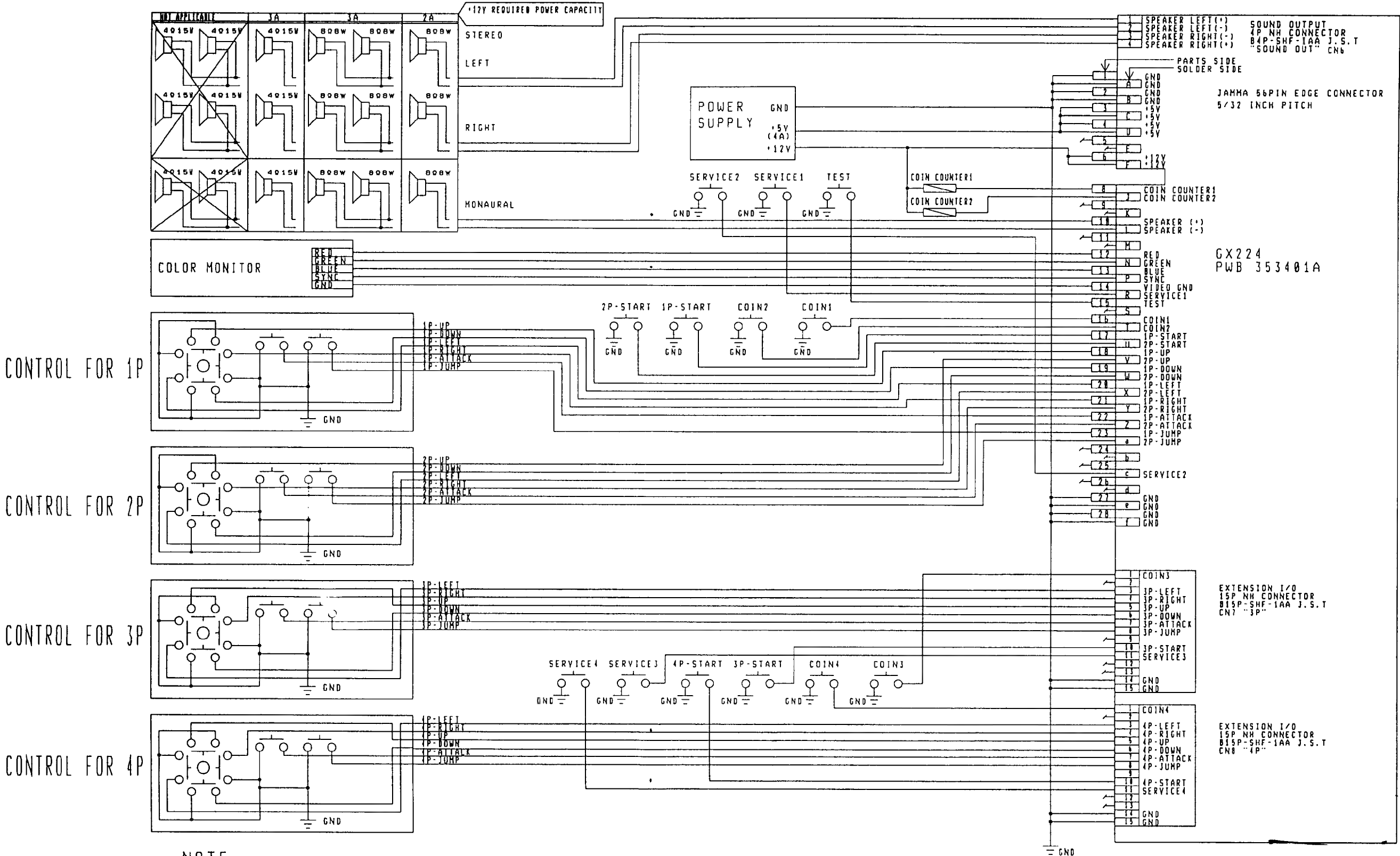
(Settings above are not always the factory settings.)

(8) DIP SWITCH SETTING

You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH as per the following:

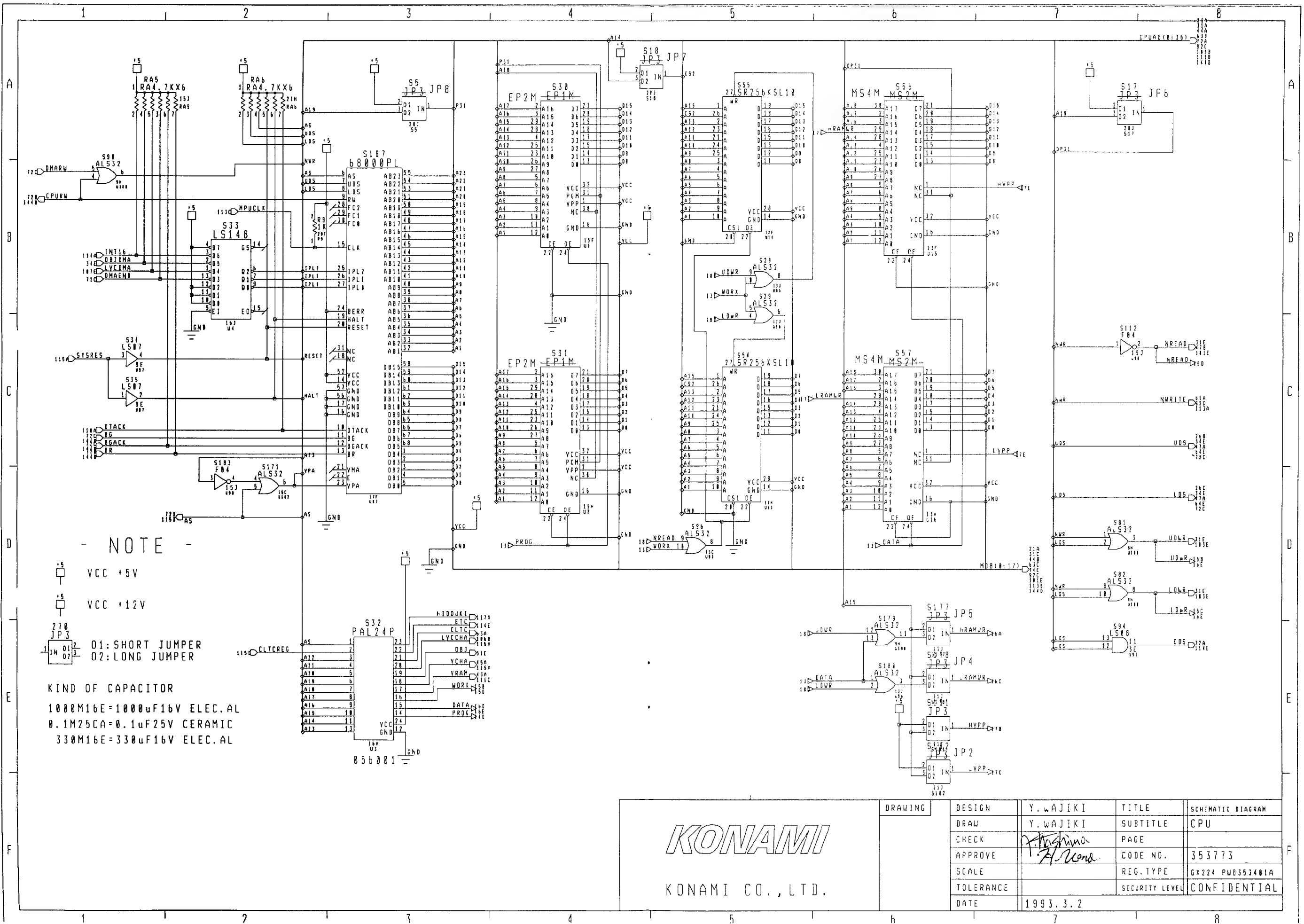
| DIP SWITCH | CONTENTS | DIP SW/ON | DIP SW/OFF |
|------------|-------------------------|-------------|------------|
| SW1 | SOUND OUTPUT | STEREO | MONAURAL |
| SW2 | COIN SLOT SET | INDEPENDENT | COMMON |
| SW3 | NUMBER OF PLAYERS | 4P | 2P |
| SW4 | ADD COIN(s) DURING PLAY | POSSIBLE | IMPOSSIBLE |

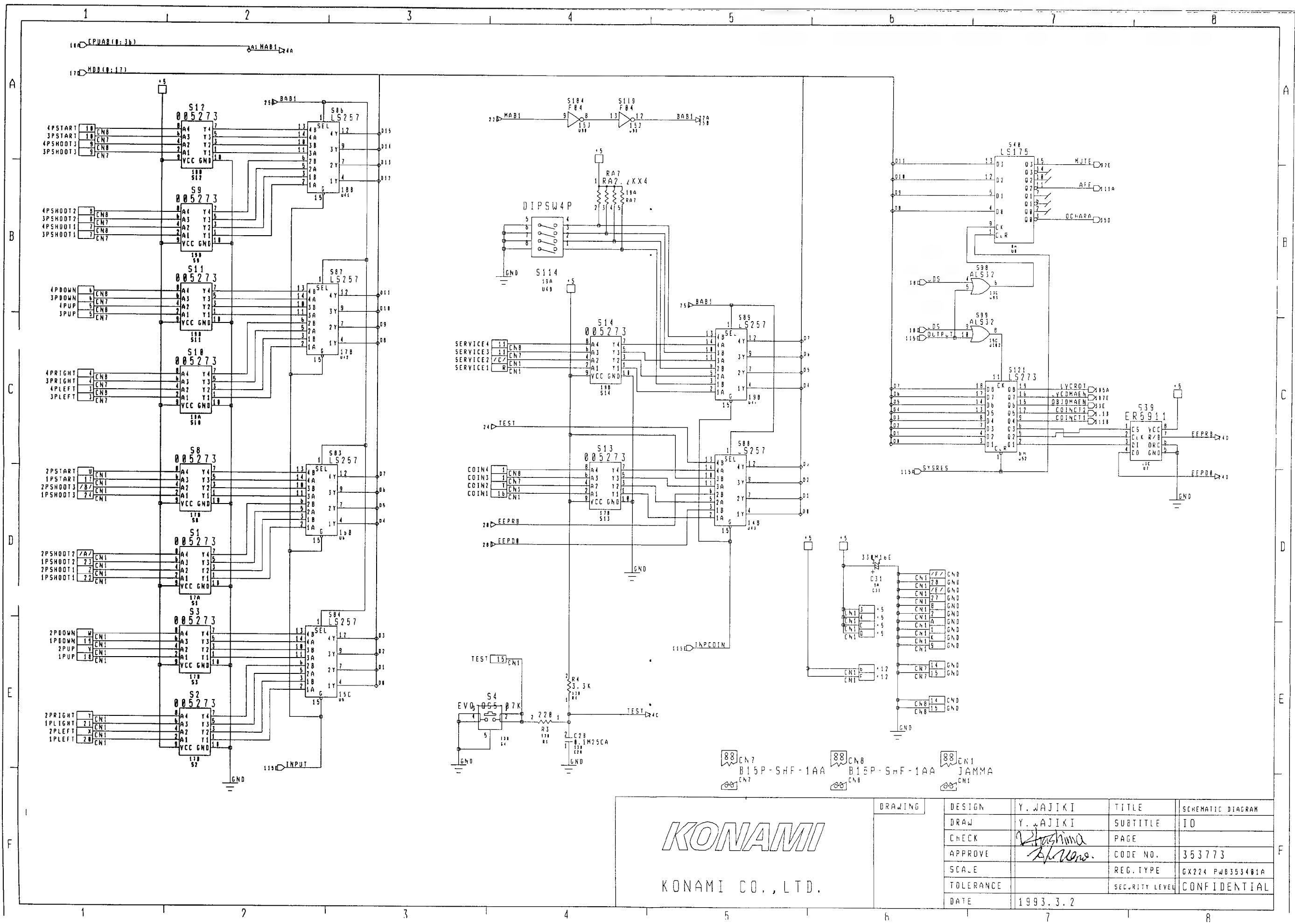
METAMORPHIC FORCE WIRING DIAGRAM



- NOTE -

- (1) 1P:NO.1 PLAYER 2P:NO.2 PLAYER
3P:NO.3 PLAYER 4P:NO.4 PLAYER
- (2) SURGE KILLER DIODES FOR COIN COUNTER
INSTALLED ON THE PCB.
- (3) YOU CANNOT USE BOTH STEREO AND MONAURAL
OUTPUTS AT THE SAME TIME.
- (4) DO NOT CONNECT SPEAKER(-) TO GND.
SPEAKER(-)

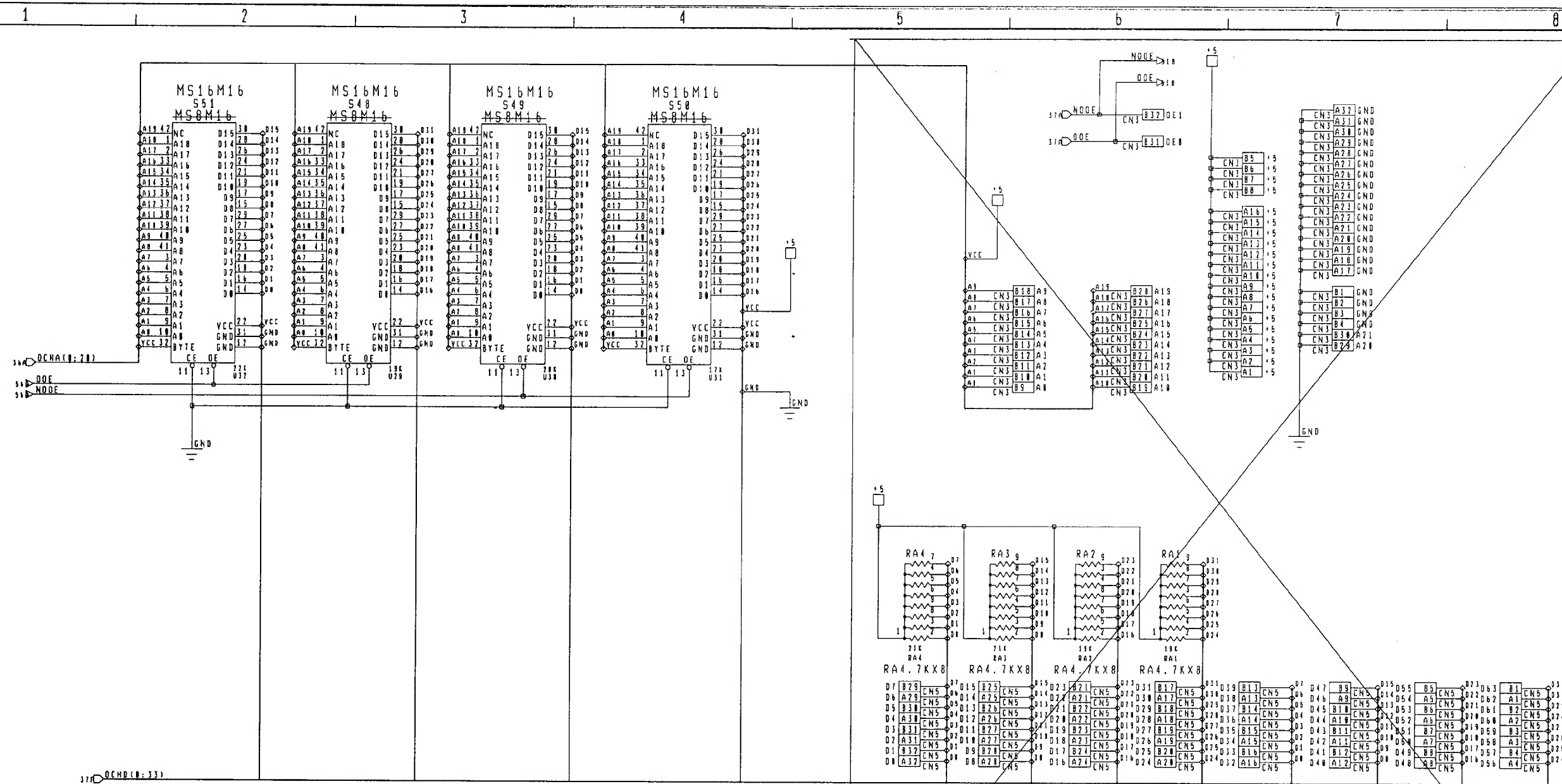




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|---------|-----------|-----------|----------------|-------------------|
| DRAWING | DESIGN | Y. WAJIKI | TITLE | SCHEMATIC DIAGRAM |
| | DRAW | Y. WAJIKI | SUBTITLE | ID |
| | CHECK | Y. WAJIKI | PAGE | |
| | APPROVE | Y. WAJIKI | CODE NO. | 353773 |
| | SCALE | | REG. TYPE | GX224 PWB353401A |
| | TOLERANCE | | SECURITY LEVEL | CONFIDENTIAL |
| | DATE | 1993.3.2 | | |

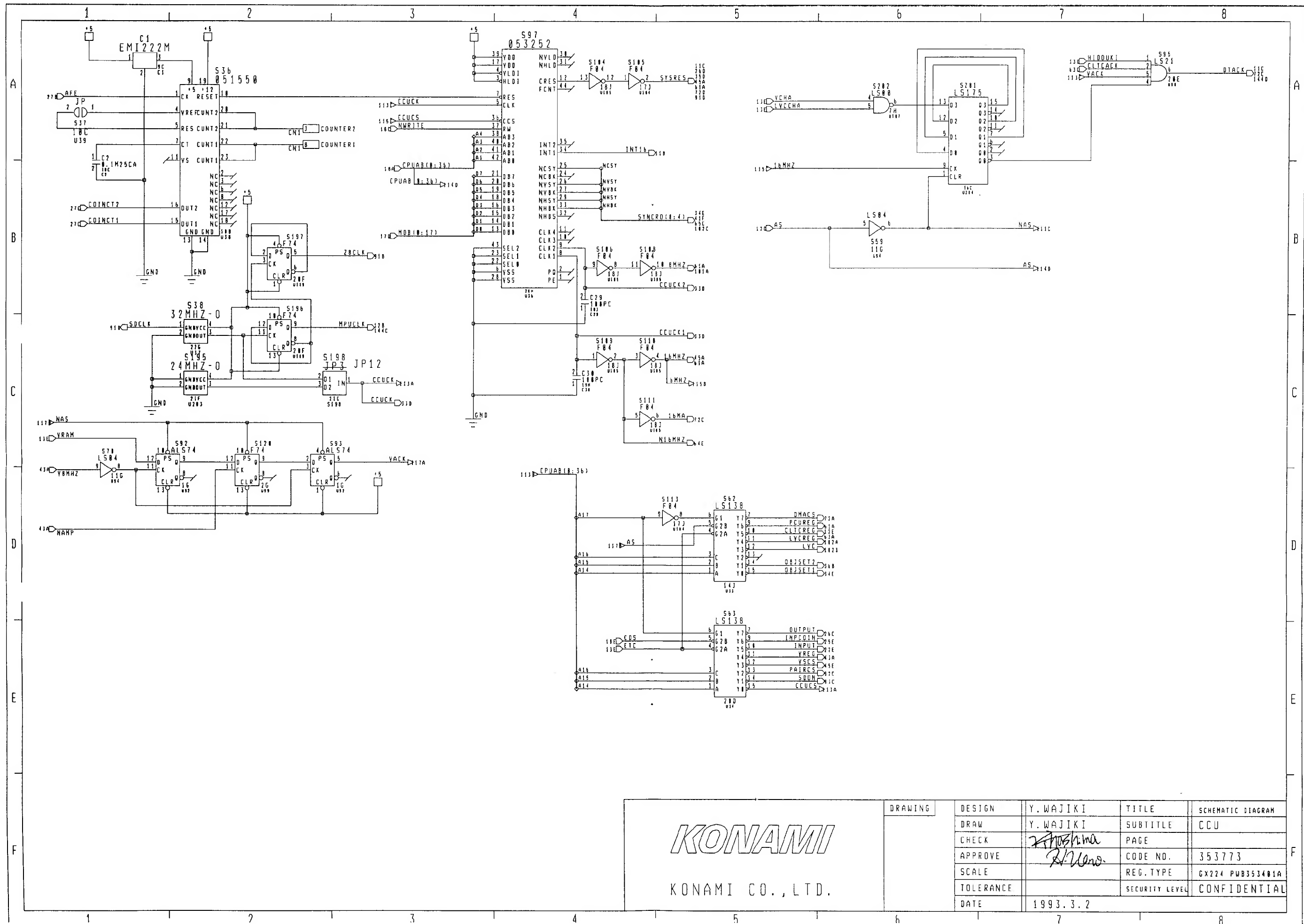


NOT LAYOUT

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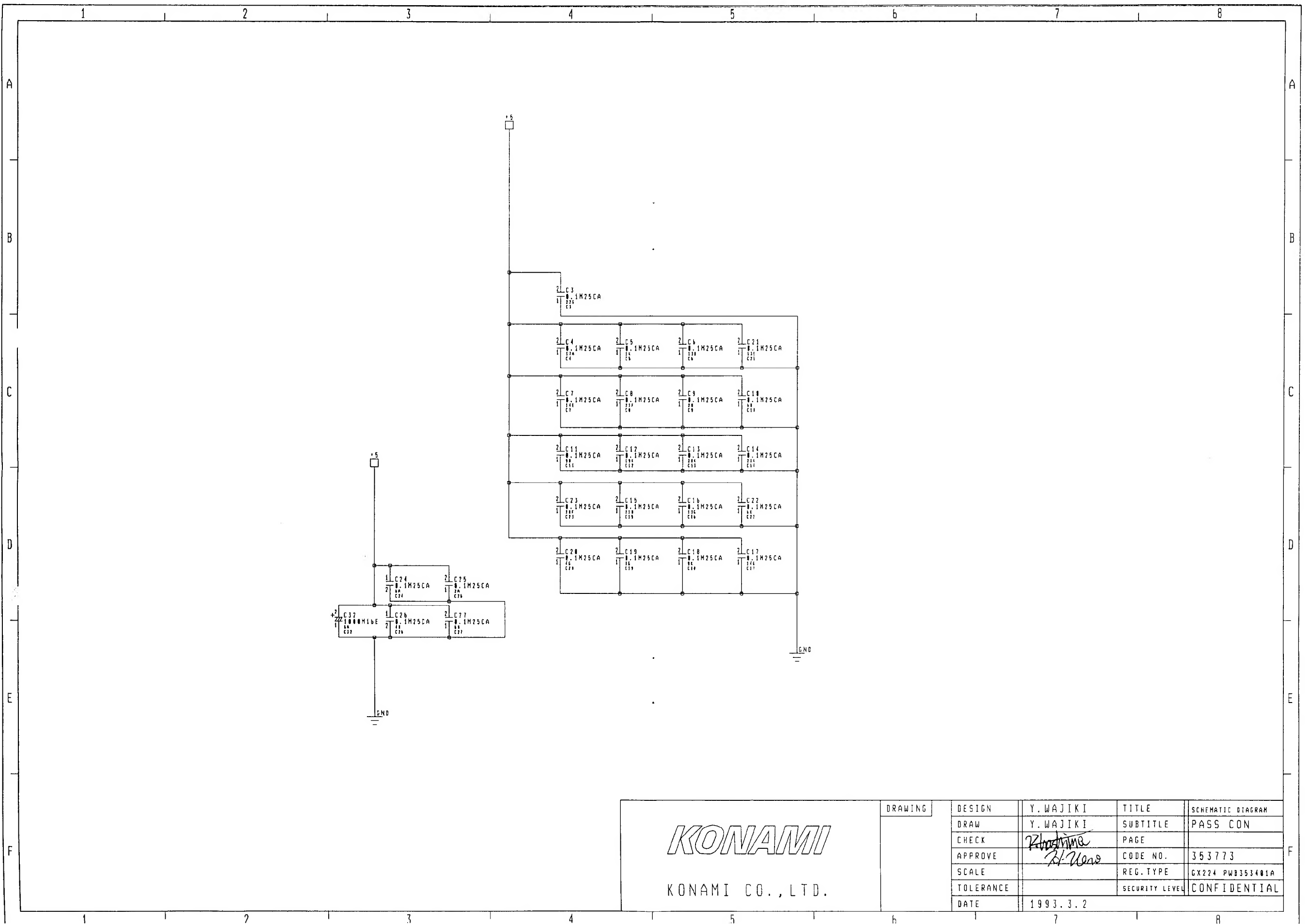
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| | CHECK | <i>Y. Wajiki</i> | PAGE | |
| | APPROVE | <i>R. Wajiki</i> | CODE NO. | 353773 |
| | SCALE | | REG. TYPE | GX224 PWB353401A |
| | TOLERANCE | | SECURITY LEVEL | CONFIDENTIAL |
| | DATE | 1993. 3. 2 | | |



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| | TOLERANCE | | SECURITY LEVEL | CONFIDENTIAL |
| | DATE | 1993. 3. 2 | | |



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| | CHECK | <i>[Signature]</i> | PAGE | |
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